

## Random Encounters

### Gold!

By Robert Wiese



#### Rassin of the Golden Fingers

Rassin comes from a poor family, as most thieves do. However, he was adopted into a noble's household when he was three because his parents were killed. That is how he likes to tell it, anyway, if he is ever honest about his background. The truth is that his parents sold him to the noble to pay a debt, and he was raised as a servant in their household. In that role, he was taught to do a great number of things, but he also learned to hide and sneak around to avoid work. Always a ne'er-do-well, he pocketed loose things he found, as well, and placed the blame on other servants.



Though he kept his thieving from being discovered, he got in trouble for being out late at night repeatedly. When he reached his teens he made contact with someone in a local thieves guild and was inducted for training. The guild reasoned that a thief in the household of a noble could provide a lot of information about lucrative jobs. Rassin loved the excitement. When he reached the age of seventeen years, he escaped from his owner's house and fled to a different city, where he took up residence and began his career as "Rassin of the Golden Fingers."

Rassin styles himself as a master thief, but he is not quite as good as that. He refers to himself as "of the Golden Fingers" to mark his ability to find priceless objects and make away with them, though he does sometimes wear gold-colored gloves so that he has another apparent reason for the name. Active for many months in the city, he has not gained any kind of a reputation for thievery, which is how he wants it. He is known as a wastrel, a young noble hanging out with the wrong crowd, and there are enough of those that no one questions which family exactly he is attached to.

Recently he became slightly enamored of an elven bard named Merenea, who he quickly found out was a killer in disguise. The two are seen often together, and clearly they are close, but they do not appear to be devotedly attached. Merenea takes other lovers, and Rassin does not mind. He does so himself. Yet they are always there for each other. Time will tell if their relationship is lasting or not, and several young men are waiting to see if Rassin is foolish enough to let go of the beautiful Merenea.

**Rassin:** Male human Rogue 7/Fighter 2; CR 9; Medium humanoid; HD 7d6+7 plus 2d8+2; hp 42; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 13; Base Atk +6; Grp +6; Atk +7 melee (1d6/18-20, masterwork rapier) or +10 ranged (1d6/x3, masterwork composite shortbow); Full Atk +7/+2 melee (1d6/18-20, masterwork rapier) or +10/+5 ranged (1d6/x3, masterwork composite shortbow); SA sneak attack +4d6; SQ darkvision, evasion, hide in plain sight, improved uncanny dodge, *shadow illusion*, summon shadow, trap sense +2, trapfinding, uncanny dodge; AL CN; SV Fort +4, Ref +12, Will +3; Str 10, Dex 17, Con 12, Int 13, Wis 10, Cha 14.

**Skills and Feats:** Appraise +6, Balance +5, Bluff +6, Climb +7, Disable Device +13, Hide +17, Jump +2, Listen +12, Move Silently +17, Open Lock +15, Perform +7, Search +8, Spot +12, Tumble +15, Use Magic Device +15; Combat Reflexes, Dodge, Mobility, Skill Focus (Use Magic Device), Stealthy.

**Evasion (Ex):** If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Rassin takes no damage with a successful saving throw.

**Hide in Plain Sight (Su):** Rassin can use the Hide skill even while being observed, as long as she is within 10 feet of some sort of shadow.

**Improved Uncanny Dodge (Ex):** Rassin cannot be flanked except by a 13th- or higher-level rogue.

**Shadow Illusion (Sp):** Once per day, Rassin can create visual illusions from surrounding shadows, as though with the *silent image* spell.

**Summon Shadow (Su):** Rassin can summon a chaotic neutral 4-HD shadow that cannot be turned, rebuked, or commanded by any third party.

**Trap Sense (Ex):** Rassin gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex):** Rassin retains his Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker.

*Languages:* Common, Draconic.

*Possessions:* Masterwork rapier, masterwork composite shortbow, 20 arrows, masterwork thieves tools, climber's kit (figured into skills above), *wand of cat's grace* (30 charges), *wand of mage armor* (40 charges), *wand of shield* (50 charges), *wand of invisibility* (20 charges), *periapt of Wisdom +2*, *cloak of resistance +1*, 274 gp.

### Bringing the Parts Together

Rassin and Merenea can be encountered anywhere in your campaign world, either together or separately. But where one is, the other is probably close by. They probably serve best as recurring villainous characters to confound your PCs.

### Coming in Part 3 of Gold!

Learn some new spells for dealing with gold.

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